



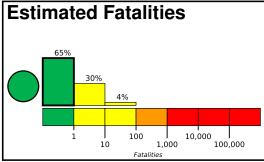


PAGER Version 5

Created: 1 week, 4 days after earthquake

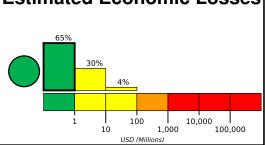
M 4.9, 52km W of Petrolia, CA

Origin Time: 2021-12-20 20:13:36 UTC (Mon 12:13:36 local) Location: 40.3084° N 125.1510° W Depth: 21.8 km





Green alert for shaking-related fatalities Estimated Economic Losses and economic losses. There is a low likelihood of casualties and damage.

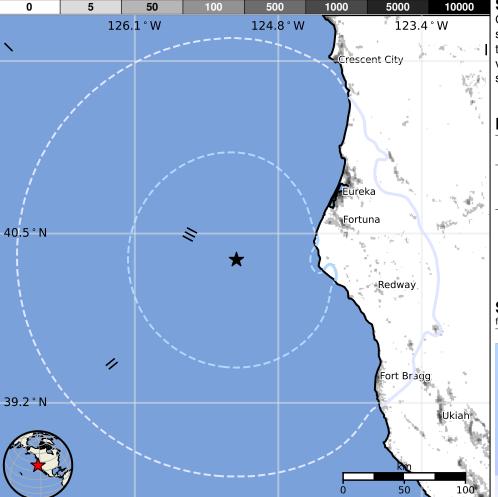


Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		213k*	180k	0	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty. https://earthquake.usgs.gov/earthquakes/eventpage/nc71126864#pager

population per 1 sq. km from Landscan **Structures**

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date	Dist. Mag.		Max	Shaking	
(UTC)	(km)		MMI(#)	Deaths	
2000-09-03	318	5.0	VI(77k)	0	
1980-11-08	114	7.3	IX(16k)	0	
1993-09-21	344	6.0	VI(47k)	1	

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
П	Ferndale	1k
II	Rio Dell	3k
II	Pine Hills	3k
II	Hydesville	1k
II	Humboldt Hill	3k
II	Fortuna	12k
II	Eureka	27k
П	Arcata	17k
II	Bayside	17k
1	Windsor	27k
I	Ukiah	16k

bold cities appear on map.

(k = x1000)